**Project milestone**

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Course: Cpt\_S 427

**Title:**

Online Game Security

**Description:**

Explore online game security threats from three aspects: users, clients, and servers. Through searching and learning related solutions, create a security model that can solve this type of threat.

**Status of the Project:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Threads** | **Solution** | **Analysis** | **Improve** |
| **User** | Found | Found | Not yet | Not yet |
| **Client** | Found | Found | Not yet | Not yet |
| **Server** | Found | Found | Not yet | Not yet |

**Milestones yet to be accomplished and proposed time line to accomplish the remaining milestones:**

|  |  |  |
| --- | --- | --- |
| **Milestones** | **Plans** | **Timeline(Due)** |
| **~~1~~** | ~~Use the browser to search for various security threats encountered in the game, and initially plan the direction.~~ | **~~6/26~~** |
| **~~2~~** | ~~Research solutions to address security threats~~ | **~~7/3~~** |
| **3** | List relevant security models and learn from them | **7/10** |
| **4** | Try and build your own security model after analysis | **7/17** |
| **5** | Summary | **7/24** |
| **6** | Complete | **7/31** |